





English

### NARNING: PHOTOSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness eye or muscle twitches disorientation any involuntary movement
- altered vision
   loss of awareness
   seizures or convulsion.

#### RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

### Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

#### GAME CARD NOTICE - PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant
  to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful
  interference in a residential installation. This equipment generates, uses, and can radiate radio frequency
  energy and, if not installed and used in accordance with the instructions, may cause harmful interference
  to radio communications.

#### GAME CARD NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment
  does cause harmful interference to radio or television reception, which can be determined by turning the
  equipment off and on, the user is encouraged to try to correct the interference by one or more of the
  following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

# DEFAULT CONTROLS

left stick

right stick Accelerate/brake/reverse

**&** button

Select/action

R button

Reset to track

button

Change camera angle

**START button** 

Pause

Steer

**SELECT** button

Main menu

**button** 

Pause and exit to LiveArea™

Follow the on-screen instructions for more details about how to play this game.

The information in this manual was correct at the time of publication, but some minor changes may have been made late in this game's development.

## WHO SAYS SIZE MATTERS?

The MotorStorm® Festival has taken high-speed mayhem to every corner of the globe...

They've visited the beautiful landscapes of Monument Valley and churned the peaceful plains up into a burning wreck-strewn dustbowl.

They reduced a Pacific tropical paradise to a smouldering sandy crater and melted the permafrost of the snow-white wilderness in the Arctic Circle.

Not even an apocalyptic earthquake could stop the 'Stormers from bringing their own level of devastation.

But now they face possibly their greatest challenge yet...

...what do they do on their day off?

### WELCOME TO THE MOTORSTORM, RC FESTIVAL

It's time to let go of the steering wheel, get a grip on your remote control and prepare to revisit some classic MotorStorm. locations – this time, on a much smaller scale.



Head back to where it all began and take on four tracks in the harsh desert heat: Grizzly's Den, Scrap Heap, Sandstorm and Sun God Mesa.



Put the destruction on ice and chill out on these fast and frozen tracks: Eagle Peak, Ice Breaker, Frost Bite and Wind Chill.



Run to the sun and tackle a miniature slice of paradise: Ripslide, Charred Rock Café, Wrecked and Pacific Drift.



Kick back and send your RC cars racing around what remains of the city: Park 'n' Ride, Cargo Hold, Roadblock and High Roller.

## VEHICLE CLASSES

There are a whole host of classic MotorStorm® vehicles for you to toy with – rescaled and ready to zip around the various tracks available.



#### SUPERMINI

It may not be the fastest machine in the MotorStorm® world, but the Supermini is robust, reliable and a great way to get to grips with RC racing.



#### **RACING TRUCK**

The Racing Truck won't set any top speed records, but it's got the handling to haul some serious butt around corners – and in the right hands can chalk up a victory on any track.



#### MONSTER TRUCK

This mini-monster has big tyres and an even bigger attitude, making it perfect for barging the competition aside over any rugged terrain.



#### **MUSCLE CAR**

The sleek Muscle Car provides everything an RC racer needs to drift around corners to get the edge on their rivals – careful though, the slippery handling can put novice drivers in a spin.



#### BUGGY

An RC classic, the Buggy combines intense top speeds with razor-sharp handling that can set record lap times – or send unskilled drivers careering from the track.



#### RALLY CAR

The hard-driving Rally Car has the pace, suspension and handling to rip up any track at breakneck speeds – one for the true RC experts!



#### **BIG RIG**

The Big Rig packs a mighty punch and won't be pushed around – despite being the big daddy of the RC world, it has a top speed that will leave most competition for dust.



#### SUPER CAR

Strictly for the adrenaline junkies, mastering the courses at such intense speeds won't be easy – the Super Car can easily leave novice racers in a cloud of exhaust fumes.

## COLLECTION

Your Collection is where all of the RC vehicles that you've unlocked are stored, ready for you to customize them and get them revved up for their next race.

Each vehicle class has different models for you to collect. You can build your collection by winning medals in the various Festival events, or by purchasing new vehicles from PlayStation®Store.

Each model can be customized with a variety of paint jobs to make them stand out from the pack. Choose a style that suits you, then select "confirm" to add that vehicle to your racing line-up ready to be entered into the next event for its class.



The MotorStorm® RC Festival includes four different race modes to put your radio controlled car collection through its paces.

Each event has three medals to collect by completing certain goals – for example, winning a race, smashing a fastest lap time or overtaking your opponents.

As you win more medals, more of the MotorStorm® RC Festival will open up to you – including new events and locations, new vehicles to add to your collection and the high-speed Supercar challenges.

After each event you can check your results against your PlayStation®Network friends, challenge them to beat your best times and take your rescaled rivalry to the track!



#### RACE

A straight up rampage to the finish line against seven other rescaled racers. Medals are awarded for coming in first, second or third so keep your eyes firmly fixed on that finish line if you want to progress.



#### HOT LAP

Only the fastest laps will earn medals in Hot Lap mode, so get ready to burn some rubber and try to finish the lap in record time.



#### PURSUIT

Overtaking is the name of the game in Pursuit mode. You'll need to work your way through the pack, passing drivers as quickly as possible if you want to win all three medals on offer.



#### DRIFT

Driving in a straight line will get you nowhere in Drift mode – it's all about turning sharply and carving up the circuit by drifting around corners if you want to rack up enough points to win medals.



Your Pitwall is the place to stay up-to-date with your fellow Festival drivers' results – and to head to the track to beat their times.

You can also see any direct challenges that your friends have laid down to you − press the ⊗ button to go straight to the starting grid and meet their challenge head-on. You can set challenges of your own at the end of any race, send it straight to your friends' Pitwall and take your RC rivalry to the track.



Flip over each Festival location or event card to see how you measure up against the rest of the drivers in the competition.

As well as checking out your PlayStation®Network friends' times, you can see where you rank in the global leaderboards and try to edge your way up to the top of the table.



Put your competitive streak to the test away from the Festival carnage and play it your way with either Time Attack or Freeplay modes.

Time Attack lets you take your choice of RC cars onto any of the Festival tracks without any rivals to get in your way – it's just you against the clock. Try to set the record times for each circuit, then challenge your friends to beat them.

Freeplay allows you to select any of your RC vehicles to race on any of the circuits and in any race mode, against up to seven computer-controlled opponents. You can even adjust the difficulty level of your rival drivers – perfect for honing your driving style and putting your skills to the test with your own rules.



If you want to take a break from the Festival mayhem, head over to the Playground where you can let your RC cars loose over a whole host of obstacles.

There are no time limits and no medals to be won, but you'll have the freedom to tear up the terrain and send your vehicles zipping over ramps, across a sports field and around a skate park.